

Jack Li

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EDUCATION

UNIVERSITY OF MICHIGAN

August 2022 - May 2026

B.S.E in Computer Science

GPA: 3.63/4.0

Coursework: Computer Architecture, Data Structures & Algorithms, Object Oriented Programming, Linear Algebra

Activities: Michigan Men's Club Volleyball, Phi Gamma Nu Professional Business Fraternity, MProduct

Coding Languages: C++, Java, MATLAB

EXPERIENCE

MProduct

Ann Arbor, MI

Product Manager

January 2024 – Current

- Designed prototypes of "MQuest," a dynamic and immersive virtual University of Michigan bucket list application by meticulously crafting user interface details and app functionality through the powerful design platform Figma
- Conducted comprehensive market research and analysis interviewing over 100 University of Michigan students
- Created and maintained a roadmap that outlines key features and milestones for the product's development over time

Peter Anthony Designs Inc.

Windsor, ON

Junior Sales Associate

May 2023 – July 2023

- Developed vision boards for the Leddy Library redesign at the University of Windsor presenting ideas to the university via collaboration with coworkers, resulting in Peter Anthony Designs securing a \$350,000 job
- Corresponded with purchasing representatives from Tim Hortons, Wendy's, and KFC, providing furniture quotes by taking measurements and performing takeoffs on given drawing packages, eventually leading to over 100 sales orders
- Trained an incoming employee showing them job expectations, equipping them with the skills to fulfill my position

JA Company Program

London, ON

VP of Finance

October 2019 – October 2021

- Facilitated meeting and generated break-even analyses and finance sheets to keep the company's finances organized, earning \$3,400 in revenue over 17 weeks, donating \$500 to mental health awareness organization, Jack.org
- Virtually attended international conventions with my company ("You") to market our mental health awareness inspired clothing line to bring more attention to our products while also emphasizing the importance of mental health
- Inspired the team to intensify market research efforts, leading to consumer insights and identification of unmet needs.

PROJECTS

Maze Solver

- Created advanced 2D/3D maze algorithms with efficient data storage and access methods, utilizing Breadth First Search through queues and Depth First Search with stacks, while developing custom data structures, employing `getopt_long()` for command line inputs, and utilizing standard C++ libraries for seamless input/output operations.

Piazza Post Classifier

- Developed and implemented a highly sophisticated machine learning-based classifier, employing advanced natural language processing techniques. This innovative approach enabled the automatic identification of post subjects from a class forum, significantly enhancing the efficiency and accuracy of topic classification processes.

ADDITIONAL

- Working proficiency in Mandarin, limited proficiency in French
- Recipient, Willam J. Branstrom and VP Finance of The Year - JA Company Program
- Avid Toronto Raptors fan, alto saxophonist, chess enthusiast, Geoguessr expert